

EmuMovies

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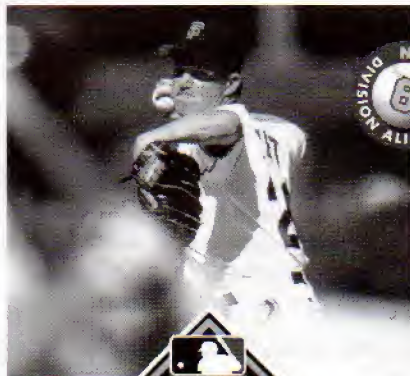
# GENESIS™

INSTRUCTION MANUAL

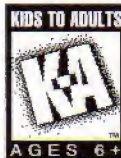


# SEGA™

SPORTS



*World Series*  
BASEBALL  
'95



## WARNINGS

### READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

#### EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

#### WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

#### HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

#### SEGA GAMEPLAY HOTLINE

1-415-591-PLAY

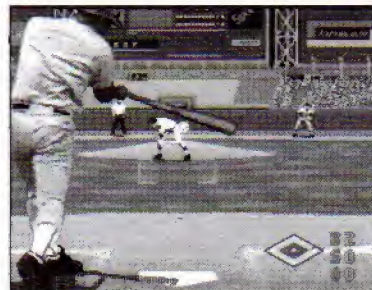
For French instructions, please call:  
Instructions en français, téléphoner au:  
1-800-872-7342

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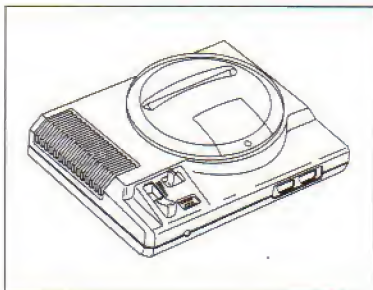
## WELCOME TO WORLD SERIES BASEBALL '95



*World Series Baseball '95* is far and away the most realistic and all-inclusive video baseball game ever created. It not only allows you to play entire league seasons and playoffs at three skill levels, but it gives you two Homerun Derby modes and a Batting Practice option.

In Rookie Mode (default), you'll easily get a feel for pitching and batting. When you master the Rookie Mode, you can move on to the more challenging levels. The wide variety of play and setup options outlined in this manual will provide players of all abilities with endless hours of exciting and challenging play.

## STARTING UP



1. Set up the Genesis system and plug in Control Pad 1. For two player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF before you insert *World Series Baseball '95* into the Genesis console. Press the cartridge down **firmly**.
3. Turn the power switch ON and wait for a moment for the Sega introduction screen.
4. Press **Start** when the Title screen appears.

**IMPORTANT:** If you don't see the Sega screen, turn the power switch OFF. Make sure the Genesis system is set up correctly and cartridge is firmly inserted in the console. If the system is connected to a TV, make sure it's turned to the correct channel (3 or 4). Then turn the power switch ON again.

Always make sure the power is OFF before inserting or removing a Genesis game cartridge.

## SUMMARY OF BASIC CONTROLS

The tables below outline the basic button controls of the game. Some of the button controls offer subtle variations not indicated on the tables. For a complete description of all the controls and game options, please consult the manual.

### MENUS

D-Pad	A-Button	B-Button	Start
Toggle Option	Highlight	Highlight	Go to

### PITCHING

D-Pad	A/B/C	Start
Aim Pitch	Select Pitch Select Speed	Game Options

### BATTING

D-Pad	A/B/C	A-Button	C-Button
Move Bat Bar (Vet./Allstar)	Select Swing	Bunt	Swing Bat

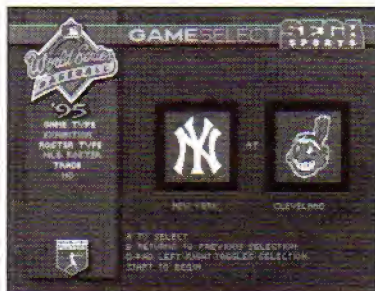
### BASERUNNING

D-Pad	A-Button	B-Button	C-Button
Select Base	Select Swing	Advance Runner	Slide

### FIELDING

D-Pad	B-Button	C-Button
Move Fielder	Dive/Jump	(w/D-Pad) Throw Ball

## GAME SET-UP



*World Series Baseball '95 offers a wide variety of game formats, each of which offers different set-up options. The following section outlines the various formats and options.*

The following button controls function on all the different game set-up screens.

The **A Button** moves the menu **highlight down** the list of options.

The **B Button** moves the menu **highlight up** the list of options.

**D-Pad left/right** toggles through the options under the highlighted selection.

The **Start** button advances to the next screen.

## EXHIBITION

Exhibition games do not count in league standings and do not influence the stats. The visiting team appears on the left side of the screen.

- To select teams, press **A** until the team box flashes, then D-Pad **left/right** until the desired team appears.
- To go to the Player Control screen, press **Start**.

### Player Control



The Player Control screen allows you to assign controllers to the teams. The first player to emerge from the locker room is Player 1; the second player is Player 2.

- To select a team, D-Pad **left/right**.

Teams not assigned a controller are controlled by the Genesis.

- To begin the game, press **Start**.

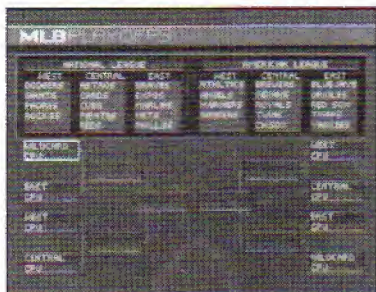
## NEW PLAYOFFS

The cartridge battery stores the most recent playoffs. In order to begin a new playoff tournament you have to erase any existing playoffs.

When you press **Start** to begin New Playoffs, a confirmation window appears to verify that you wish to erase the existing playoffs.

- To erase the existing playoffs, first D-Pad **left/right** to choose ERASE, and then press **Start**.

## Playoff Set-Up



The Playoff Set-Up screen allows you to customize the playoff tree before the opening round of play. To customize the tree, you need to select which teams represent which divisions (including Wildcard) and to assign a player name to those teams which you wish to control.

Teams not assigned a player name are automatically controlled by the CPU (Computer Processing Unit, a.k.a. Sega Genesis.)

## Team Selection

- To have the Genesis assign the divisional and wildcard representatives at random, press **Start**.

Note that you do not have to accept the teams chosen by the Genesis. This feature simply saves you from having to do it yourself where you don't have a preference.

Initially, the highlight box appears around the Central Division slot.

- To move the highlight box to a different slot, D-Pad **left/right/up/down**.
- To select the team in the highlighted slot, first press **A** and then D-Pad **up/down** to cycle through the list of teams in that division.

Note that for the Wildcard slot, you can cycle through the three divisions in that league with D-Pad **left/right**.

- To confirm your selection, press **A** again.

## Player Selection

Each slot defaults to CPU control unless you assign a player to control the team in that slot.

- To assign a player to the team in the highlighted slot, press **B**.

A cursor appears on the line beneath the team name to allow you to write in a player name.

- To cycle through the letters in the cursor, D-Pad **up/down**.

- To move the cursor, D-Pad **left/right**.
- To confirm the name, press **B** again.

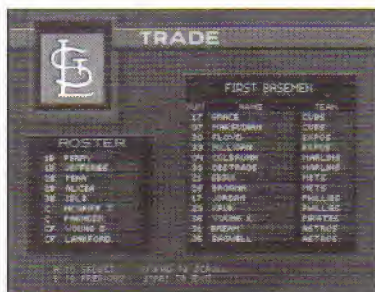
## Roster Type

There are two different Roster Types: MLBPA (Major League Baseball Players Association) and Draft Roster.

The **MLBPA** Roster consists of the 1994 Major League team rosters and allows you to execute trades within those rosters.

The **Draft Roster** setting allows you to draft your own rosters from the MLBPA list of players.

## Trade



Trades are made on a man-for-man basis, according to position.

- To select the team, D-Pad **left/right** to highlight the team, and then press **A**.

- To highlight the player to be traded, D-Pad down to the desired player, and then press **A**.

All the players at the highlighted player's position appear in the trade pool.

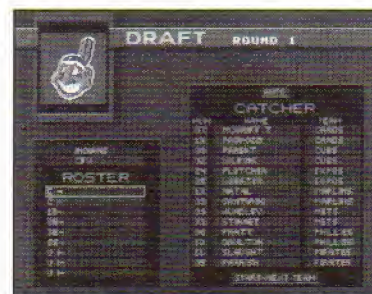
- To select the player to be traded for, D-Pad **up/down** to highlight the desired player, and then press **A**.

Note: Trades made before Exhibition games are not saved on the cartridge battery. Trades made before League and Playoff games are saved until the League or Playoffs are erased.

## Draft Roster

When you select Draft Roster, the Genesis displays the Draft Order screen before you begin play. The first team you select gets the first pick in each round, the second team gets the second pick, and so on.

## DRAFT ORDER



- To select a team, D-Pad **up/down** to highlight the team and then press **A**.

- To remove the team at the bottom of the list (the last team entered), press **B**.
- If you wish to have the Genesis select a random draft order, press **Start**.
- When you've set the Draft Order and wish to begin the draft, press **Start**.

## THE DRAFT

In the Draft, each team chooses twenty-five players from the MLBPA roster. Players are drafted according to position.

After you have filled all of these positions (including a full pitching staff and a second catcher), the six utility slots become available.

C = Catcher

1B = First Base

2B = Second Base

3B = Third Base

SS = Short Stop

LF = Left Field

RF = Right Field

CF = Center Field

SP = Starting Pitcher

RP = Relief Pitcher

CP = Closing Pitcher

UI = Utility Infielder

UO = Utility Outfielder

- To select the position you wish to fill, D-Pad **up/down** to highlight the position and then press **A**.

The list of all the available players at that position appears in the Position box.

- To select a player, D-Pad **up/down** to highlight the player and then press **A**.
- To return to the Draft Box without selecting a player from the Position box, press **B**.
- To go to the next team in the draft order after a player is selected, press **Start**.

Once you draft a player, he's yours. You can't return him to the pool of available players, so make sure you really want him before you press the A-Button.

## AUTO DRAFT

When the next team in the Draft Order is controlled by the CPU, the Auto Draft function is used. In this mode, the Genesis looks over all the players available at all the unfilled positions in the current team's lineup and selects the strongest player according to the statistical data.

In addition, you can use the Auto Draft function to select a player for your team(s) in any given round. This is particularly useful in the latter rounds of the draft when all the starting positions are filled.

- To make an Auto Draft selection, press **Start**.





## HOMERUN DERBY



The Homerun Derby allows you to compete in a slugging contest alone or with up to seven other players. Before you begin the Derby, you need to select the number of players.

- To select the number of players, D-Pad **up/down** to highlight No. Of Players, and then D-Pad **left/right** to cycle through the available options.

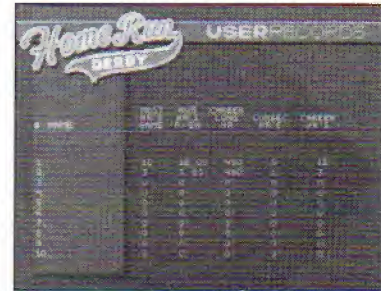
The Rules of Homerun Derby are explained under the Rules option.

- To read the rules, D-Pad **up/down** to highlight Rules and then press **A**.
- To see the Records of past Homerun Derbies, highlight Records and then press **A**.
- To begin the game, press **Start**.

The Options screen appears.

- To select options and toggle settings, D-Pad **up/down** to highlight the desired option, and then D-Pad **left/right** to choose a setting.

## User Records



When User Records are ON, you can save the records of individual users.

- To enter a name on the User Records line, first D-Pad **up/down** to highlight the line and then press **B**.
- To spell the name, D-Pad **up/down** to find the desired letter/number, and then D-Pad **right** to move to the next letter.
- To go back and change a letter/number, D-Pad **left** to highlight the character and then D-Pad **up/down** to change it.
- To confirm the name entry, press **B**.
- To delete an existing name, highlight the name, press **B**, and then confirm your decision when the Erase/Don't Erase prompt appears.

Next, each user has to select a batter from the team rosters.

- To select a batter, highlight the User Name and press **Start**.

The Player Select screen appears.



- To select a player, first D-Pad **up/down** to highlight the line where you want that player to appear, and then press **A**.

The Team Selection box appears. Find the team the desired player plays for.

- To select a team, D-Pad **left/right** and then press **A**.
- To choose a player from the team roster, D-Pad down to the desired player and then press **A**.

That player is inserted on the line previously selected, and begins to flash.

- To assign another batter to a different user, press **Start**.

Follow the above steps until all the lines are filled. If you want to remove a player and replace him with another, simply highlight that line and insert another player.

- To begin the Homerun Derby, press **Start**.

## CLASSIC HOMERUN DERBY

The Classic Homerun Derby is a head-to-head competition. You can play against the CPU or another opponent. Select the setting from the Set-up menu just as in the Homerun Derby.

- To go to the Options menu, press **Start**.

Select options and toggle settings just as described in Homerun Derby.

- To exit the Options menu, press **Start**

### The Champ

If you choose Use Champ on the Options menu, you can bat as the current Homerun Derby Champ or against the Champ.

- To select which player will use the Champ, D-Pad **up/down**.
- To exit the Champ selection screen, press **Start**.

### User Records

If you select User Records from the Option menu, the User Records screen appears. Follow the instructions outlined in Homerun Derby to enter users on the User Records screen.

- To exit the User Records screen, press **Start**.

## ON THE FIELD



The Game screen shows the relevant stats for the pitcher and batter as well as a miniature picture of the field.

### Pitching

Every pitcher has three pitches, including a Fast Ball. You need to learn the behavior of each pitch to use it effectively.

There are three steps in pitching: aiming the pitch, selecting the type of pitch, and selecting the speed of the pitch.

- To aim the pitch, D-Pad **left/right/up/down**.

The ball icon in the middle of the screen moves to show your aim.

- To select the desired pitch, press **A**, **B**, or **C**.

After you select the pitch, the aim and the pitch are set, and the speed menu appears.

## HIDE PITCH LOCATION

In two player mode, you can hide the pitch location. After you select your pitch, hold down the button. This allows you to continue to move the ball icon without changing the pitch location. Your pitch location is set to the spot where you pressed the button. All ball icon movement after that is diversionary.

If you change your mind and want to change the aim or the pitch, D-Pad **left/right/up** to attempt a pick off or to step off the mound.

- To pitch the ball, press **A**, **B**, or **C** to select the pitch speed.

## THROWING STRIKES

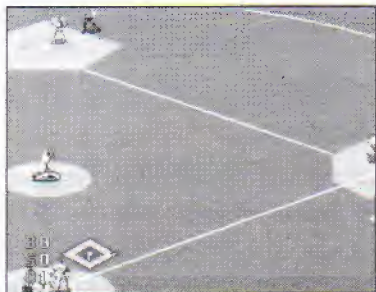
It's easy to throw strikes with the fast ball, especially when you have the Strike Zone window (available from the Play Options menu) turned ON. The fast ball moves more or less on a straight line to the spot where you positioned the aiming cursor.

The seven other pitches (Change Up, Curve, Slider, Sinker, Knuckle Ball, Screw Ball, and Split Finger) behave in their own individual ways, depending on the throwing arm of the pitcher.

For example, the Slider of a right-hander moves from left to right from the catcher's point of view; and the Slider from a left-hander moves from right to left.

You need to find the strike zone for each pitch and adjust your aim accordingly. Positioning the aiming cursor in the Strike Zone window does not guarantee a strike for most of the pitches.

#### PICK-OFF MOVE



You can attempt a pick-off after you select the pitch and before you select the speed.

- To attempt a pick-off, D-Pad in the direction of the desired base.

#### PITCH-OUT

You can pitch out after you select the pitch.

- To pitch out, D-Pad **down**.

#### Batting

*World Series Baseball '95* makes batting an easy operation, but even so it takes some practice to get good at it. Keep in mind that some pitchers are much tougher than others.

Before you swing the bat you need to select your swing from the three available options, which are described below.

The CONTACT swing protects the plate, increasing your chance of putting some wood on the ball if only to put it in play.

The NORMAL swing tries for a hit—nothing too ambitious.

The POWER swing aims for the fences, but the greater bat speed increases the chances of a foul, strike, or pop-up.

The pitcher won't begin his delivery until you select your swing.

- To select the desired swing, press **A**, **B**, or **C**.
- To swing the bat, press **C**.
- To check the swing, press **C** again before the batter completes his swing.

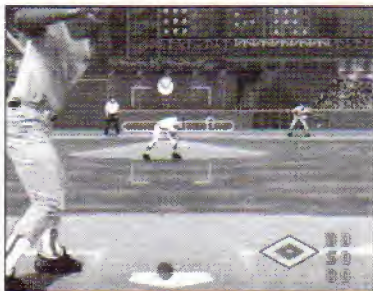
## Bunting



You can bunt on any pitch. The swing you select does not effect your bunt.

- To bunt, press **A**.
- To pull the bat back, press **A** again before the pitch reaches the plate.

BATTING (Veteran and All Star)



The Play Options menu (accessed from the Game Options menu) offers three levels of batting: Rookie (default), Veteran, and All Star.

The Veteran and All Star levels offer a batting bar to help you aim your swing. The batting bar for the Veteran level remains constant, while the batting bar at the All Star level varies according to the ability of the batter.

The two vertical lines in the batting bar indicate the “sweet spot” on the bat.

- To aim the swing, D-Pad **up/down/left/right** as the pitch approaches.
- To swing the bat, press **C**.

If the batting bar does not meet the pitch, you won't hit the pitch when you swing. If the “sweet spot” meets the pitch when you swing the bat, you'll strike the ball very hard.

## Fielding and Throwing

With the Auto Fielding (default) option ON, your players automatically field any balls hit toward them. The active fielder appears over a yellow circle.

You can override automatic control by pressing the D-Pad. For example, on a bunt you might want to use the D-Pad to charge the ball.

- To jump for a ball, press **B**.
- To dive for a ball, press **B** with the D-Pad.
- To throw the ball to a base, press the D-Pad to select the base, and then press **C**.

D-Pad Right = 1st Base  
D-Pad Up = 2nd Base  
D-Pad Left = 3rd Base  
D-Pad Down = Home Plate

### WITH AUTO FIELDING OFF

When you have Auto Fielding OFF, it's up to you to track all the balls. The player nearest to the ball is automatically activated with the yellow circle.

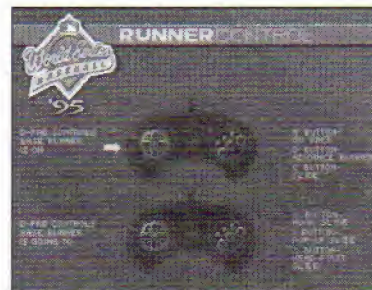
### Base-Running

If you choose not to control the runners, the computer automatically advances any runners who are forced. For more competitive base-running, use the controls explained below.

- To advance a runner, press **B** with the D-Pad.
- To send a runner back, press **A** with the D-Pad.
- To slide, press **C** with the D-Pad.

### RUNNER CONTROL OPTIONS

The Game Options menu offers the two Runner Control options, shown on the Runner Control Options screen.



The top (default) option sets the D-Pad to select the base where you want the runner to run from.

The bottom option sets the D-Pad to select the base where you want the runner to run to.

### STEALING

The key to stealing is timing. Don't lead off too far. Don't take off too early. Don't take off too late.

- To lead off, after the pitcher selects his pitch press **B** with the D-Pad. (See above for D-Pad Runner Control options)
- To steal, when the pitcher starts his wind-up, Press **B** with the D-Pad.

## TAGGING UP

If you want to take a base on a caught fly ball, make sure you send the runner back to his base while the ball is in the air. (A Button + D-Pad)

As soon as the ball is caught, send the runner.  
(B Button + D-Pad)

## GAME OPTIONS



The Game Options Screen pauses the action and displays the scoreboard. Beneath the scoreboard is a list of important options and the current batter's hitting tendency chart. The following section explains the hitting tendency chart and all the options.

## HITTING TENDENCIES



On the right side of the Game Options screen is the current batter's hitting tendencies chart. Each player has two charts: one against lefties and one against righties. On the chart, the field is divided into thirds. The number in each part indicates the batter's percentage tendency to hit to that part of the field. So, if 50 appears in the center portion of the chart, that batter hits toward center field 50% of the time.

- To select an item on the Game Options screen, D-Pad **up/down** and then press **A/B/C**.
- To return to the game, highlight Resume Game and then press **Start**, or press **Start twice**.

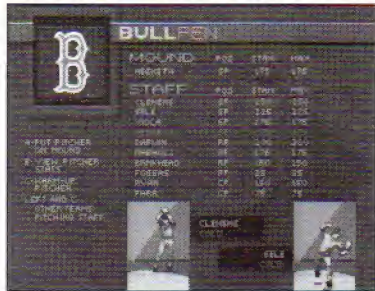
## Instant Replay

The Instant Replay feature shows you the last play in the field. Pitches are not subject to instant replay.

- To slow down the replay, press **A/B/C**.
- To stop the replay, press **Start**.



## Bullpen



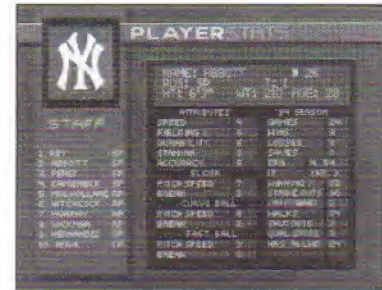
Once you remove a pitcher, he's out for the game. Before you remove him, it's a good idea to warm up a reliever.

- To warm up a pitcher, highlight the pitcher and press **C**.

There are three warm-up conditions: cold, warm, and ready. It's best to substitute a pitcher when he is ready.

- To substitute a pitcher, highlight the pitcher and press **A**.

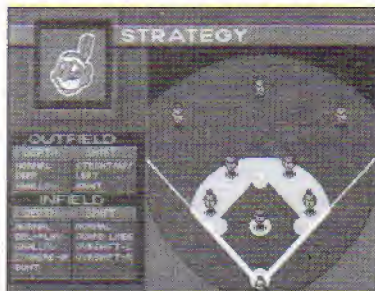
## PITCHER STATS



Before you substitute a pitcher, you might want to take a look at his stats and ratings. Ratings range from 0-9, with nine being the best.

- To view the stats, highlight the pitcher and press **B**.
- To page through all the pitchers' stats, D-Pad **up/down**.
- To view the pitchers' current season stats, press **A**.

## Strategy



The Strategy screen allows you to position your outfielders and infielders to suit particular game situations. Adjustments made on the Strategy last only for the current batter.

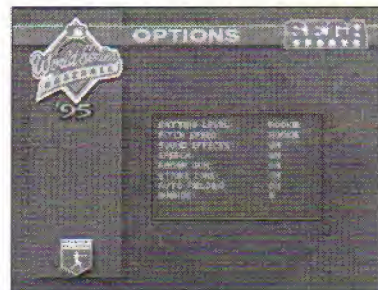
There are four boxes on the Strategy screen. The option at the top of each box is the default option.

- To select an option, D-Pad **up/down** to the desired option and then press **A**.

The flashing highlight automatically moves to the next box, while the selected option remains highlighted.

- To return to a box, press **A** repeatedly until the flashing highlight appears in that box.
- To return to the Game Options menu, press **Start**.

## (Play) Options



- To select a play option, D-Pad **up/down** to the desired option and then press **A** to cycle through the available settings.

BATTING LEVEL—Rookie (Default) is easiest; Veteran and All Star offer a precision “bat bar” to make for a greater challenge. (See pages 26-27.)

PITCH SPEED—Rookie (Default) is slowest; All Star is fastest.

SOUND EFFECTS—Turn the sound effects ON/OFF.

SPEECH—Turn the announcer ON/OFF.

RADAR GUN—Turn the Radar Gun ON/OFF.

STRIKE ZONE—Turn the Strike Zone box ON/OFF. Note that the strike zone is still in effect.

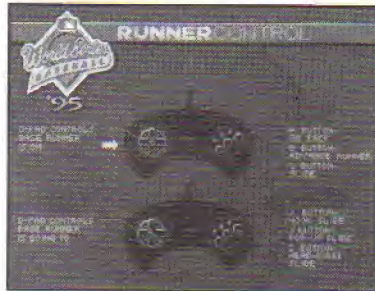
AUTO FIELDING—Turn Auto Fielding ON/OFF. See page 27 for a description of the manual fielding controls.

INNINGS—Select the desired number of innings.

## Controls

This option brings you back to the Player Control screen described on page 7.

## Runner Controls



The top option programs the D-Pad to select the base where the runner is coming from.

The bottom selection programs the D-Pad to select the base where the runner is going.

- To move the selection arrow, D-Pad **up/down**.

*Have a good time.*

## CREDITS

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Willie Mancero, Nemer Velasquez

## LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive warranty service in the U.S., call the Sega Consumer Service Department at:

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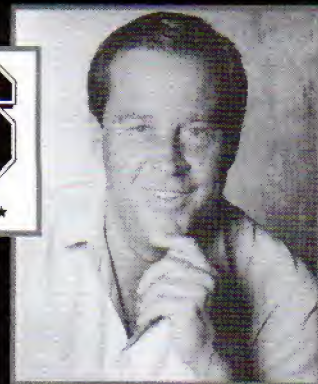
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